INTERNATIONALIZATION AND LOCATION

Summary

What Is It?

- Internationalization

- Location

How Does It Works?

- Bundle

- Standard Codes

How Do We Implement It

- Folder creation

- Properties implementation

- I18NBundle class and buttons

- Project Review

WHAT IS IT?

Internationalization

- Process of designing a software so that it can potentially be adapted to various languages and regions without engineering changes
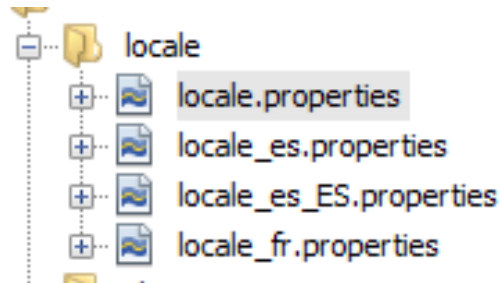
- Abbreviation i18n

Location

- Process of adapting internationalized software for a specific region or language by adding locale-specific components and translating text.

- Abbreviation i10n

- Be aware of different cultures

HOW DOES IT WORKS

Bundle

- A bundle is a set of properties files that share the same base name

- I18NBundle class

```
bundle = I18NBundle.createBundle(Gdx.files.internal("locale/locale"));
```

- Default properties and others

```
startmenu.play = play
startmenu.statistics = stats
startmenu.exit = Exit
```

HOW DOES IT WORKS

Standard Codes

- Iso 639 is a standardized nomenclature used to classify languages

  locale_es.properties

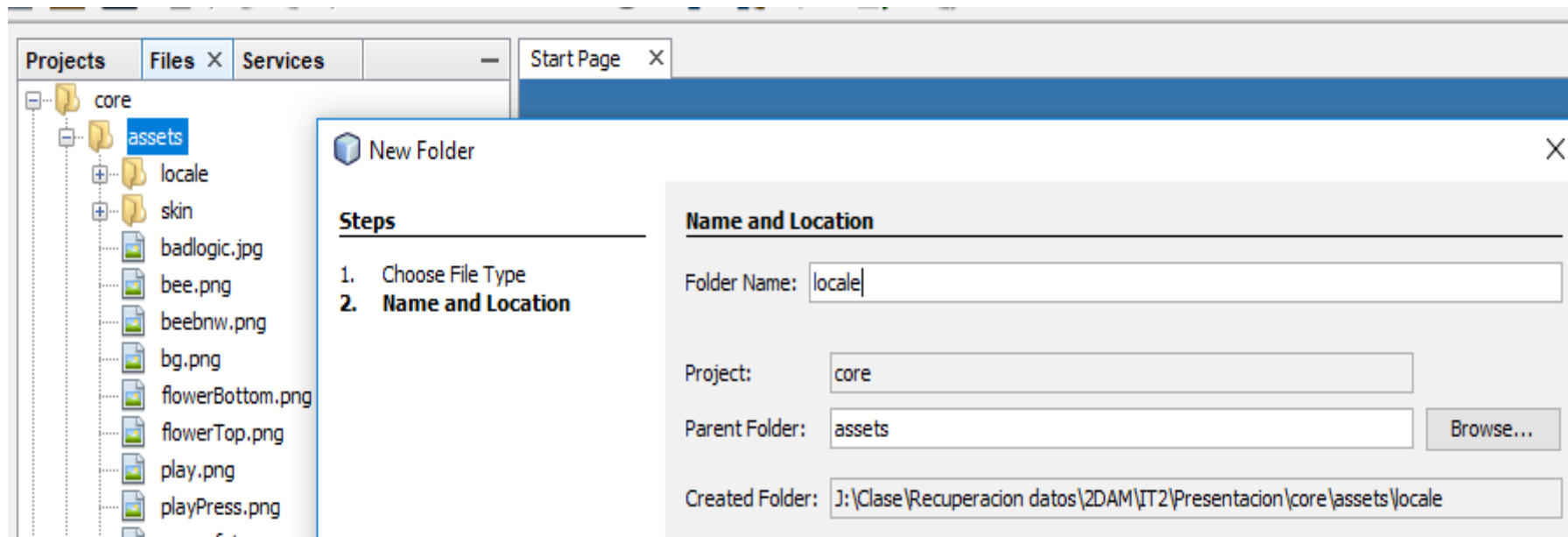- Iso 3166-1 is another standardized nomenclature that defines codes for the names of countries

  locale_es_ES.properties

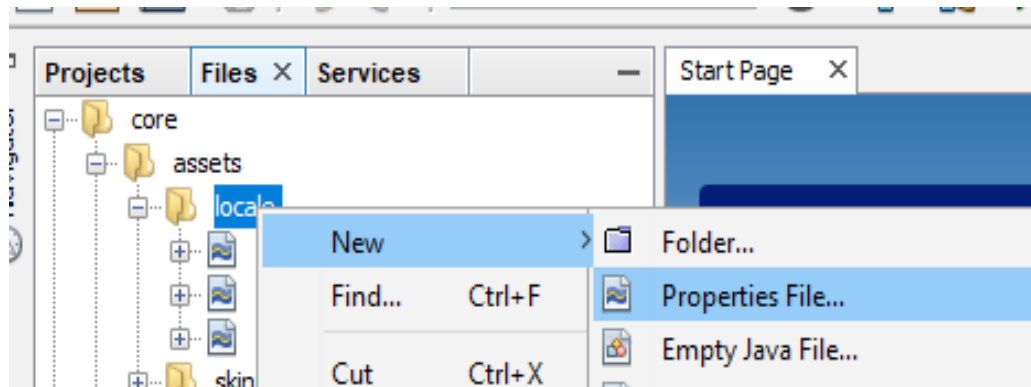## HOW DO WE IMPLEMENT IT

First we're going to create a bundle.

We move to our assets folder and create a folder called locale

HOW DO WE IMPLEMENT IT

Now, we add a property file inside our locale folder and we called it locale.properties
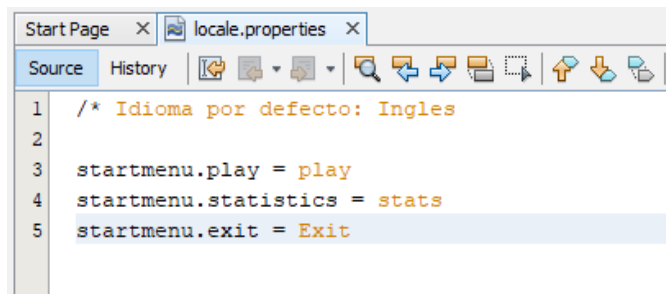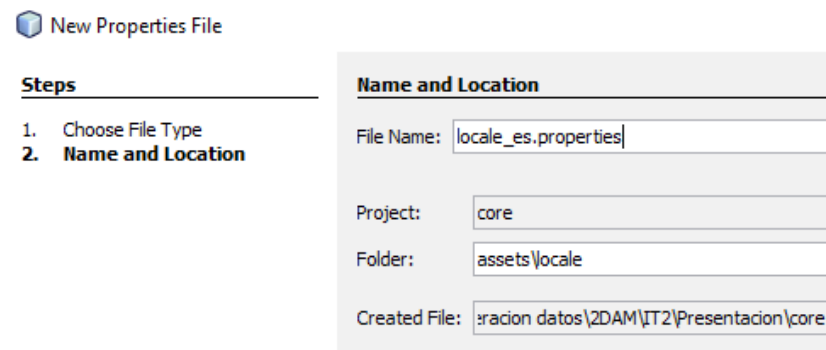
HOW DO WE IMPLEMENT IT

This is gonna be our default language property

In this project, we have a screen with 3 buttons, so we add the same amount of properties to this file

So, we create a new locale with our language code, based on Iso 639
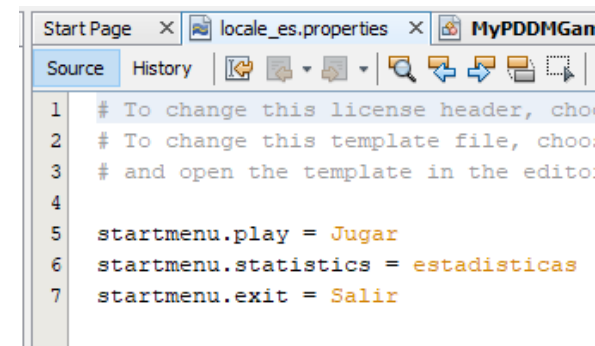
HOW DO WE IMPLEMENT IT

Now we move to our main project and create our bundle with I18NBundle and add 3 buttons

```java
// bundle creation
bundle = I18NBundle.createBundle(Gdx.files.internal("locale/locale"));

// buttons creation
botonEmpezar = new TextButton(bundle.get("startmenu.play"),myskin,"small");
botonEstadisticas = new TextButton(bundle.get("startmenu.statistics"),myskin,"small");
botonSalir = new TextButton(bundle.get("startmenu.exit"),myskin,"small");
```

Finally, we run the game